SCORING

Small Crater
Jumping — 50

Large Crater
Jumping — 100

Small Rock
Jumping — 50
Destroying — 100

Large Rock
Jumping — 100
Destroying — 100

Rolling Boulder
Jumping — 100
Destroying — 50

Mine
Jumping — 50

Space Plant
Jumping — 100
Destroying — 300, 500 or 800

Tank
Jumping — 100
Destroying — 200

Enemy Car
Destroying — 500, 800 or 1000

Regular UFOs
Destroying — 100

Crater UFO
Destroying — 200

BONUS POINTS
Destroying all UFOs in a formation of 3 500
Destroying all UFOs in a formation of 4 800

Completing a section in less than average time on the Beginner Course is worth 1000 plus 100 for each second better than the average time.

Completing a section in less than average time on the Champion course is worth 2000 plus 100 for each second better than the average time.

BONUS LIVES
At 10,000 points, 30,000 points, and 50,000 points, you earn an extra patrol car.

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TI 99/4A†

MOON PATROL*

FROM
ATARISOFT™

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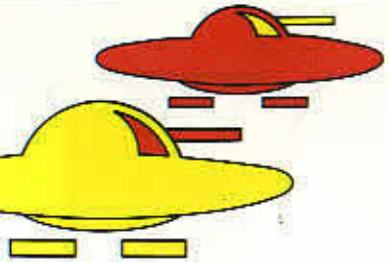

PROTECT THE MOON

STARTING THE PATROL

Insert your MOON PATROL cartridge in your TI 99/4A as explained in your owners guide, and turn on your system. If you have joysticks plug them into the joystick port and check to make sure that the alpha lock is off.

Press + to choose the BEGINNER or CHAMPION course and 1 or 2 to choose a one- or two-player game.

Press ENTER or the fire button on your joystick to begin your patrol.

Press SPACE BAR once to pause during the game. Press it again to resume play.

Press + or 9 (BACK) during the game to return to the game option screen.

Press 8 (REDO) any time to restart the game with the same options. This can be done when GAME OVER is displayed to avoid having to go through the option screen again.

NOTE: Compatible with all TI 99/4A computers except units with a Version 22 Operating System.

JOYSTICK CONTROLS

If you do not have joysticks then refer to the Keyboard Control table for which keys to use. If you have joysticks then push up to make your patrol car jump, use the fire button to shoot at enemies or obstacles. Push your joystick right to increase the speed of your patrol car and left to slow it down.

KEYBOARD CONTROLS

	FIRE	JUMP	SLOW	FAST
Left Handed Player	V or Q	I	J	K
Right Handed Player	Y or .	E	S	D

PATROL MISSION

When you signed up with the Luna City Police Department, who would have thought that you'd be assigned to Sector Nine? (It's home to the toughest thugs in the galaxy!) Sure, you've got the finest car on the force, complete with anti-gravity jump buttons and laser bullets, but in the rough terrain of Sector Nine, you need more than fancy equipment to survive. Just hopping over huge craters and moon rocks is bad enough without having to deal with hostile UFO's and enemy land mines and tanks. Getting through your patrol in one piece is almost impossible.

PATROL DETAILS

Your beat is divided into two courses: BEGINNER (for rookies) and CHAMPION (for experienced cops). Each course is divided into 26 segments, marked by points A—Z. A gauge at the bottom of the screen indicates your location. The gauge is divided into five sections: A—E, E—J, J—O, O—T, and T—Z. At the end of each section, you're awarded bonus points based on your travel time. The faster you complete a section, the more points you'll score.

As you travel your beat, the number of obstacles you encounter increases, and it becomes harder to avoid enemy attacks.

HINTS FOR ROOKIES

☐ .. Play the BEGINNER game variation first, to learn how to control your patrol car.

☐ .. You'll jump farther when your patrol car is moving fast; be sure you're driving fast enough to jump over an obstacle.

☐ .. Try taking one long jump over two closely positioned obstacles.

☐ .. Your laser bullets are only effective a short distance in front of you. Don't fire too early or you might miss your target.

☐ .. Some UFOs drop missiles that form new craters. Learn to recognize these UFOs and eliminate them quickly.

☐ .. When an enemy car or missile appears from behind, jump over it, then blast it when it's in front of you.